

BarbieTM
SOFTWARE

horse adventuresTM

Mystery RideTM

CD-ROM

Saddle up
with BarbieTM
to solve
the mystery of
the missing
horse!

adventure

WINDOWS[®] 98/ME/2000/XP

EVERYONE[®]



CONTENT RATED BY
ESRB

AGES 5 AND UP

BARBIE™ horse adventures™ MYSTERY RIDE™ CD-ROM

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SYSTEM REQUIREMENTS

- Microsoft Windows® 98/ME/2000/XP
- Pentium® II (or equivalent) 350 MHz or faster
- 24x CD-ROM drive or faster
- 64 MB of RAM or higher (128 Win XP)
- 200 MB available disk space
- 8 MB 3-D video card with Windows DirectX® 8.1-compatible driver
- 16-bit display with screen resolution 800 x 600 or higher
- DirectX® 8.1 (included with install)

Recommended

- Pentium® III (or equivalent) 450 MHz or faster
- 16 MB 3-D video card with Windows DirectX® 8.1-compatible driver

INSTALLING THE GAME

- Close all applications.
- Insert the *Barbie™ Horse Adventures™ Mystery Ride™* CD-ROM into your CD-ROM drive.
- If you have the AutoPlay feature enabled for your CD-ROM, the installation will start automatically and you can skip the following two steps.

- Click Start, and then Run from the Windows taskbar.
- Type: **d:\install** (d refers to your CD-ROM drive. If your CD-ROM drive is not d, type the appropriate drive letter).
- Follow the installation instructions on the screen.
- After setup is complete, you'll find an icon for *Barbie™ Horse Adventures™* located within Programs under the Windows Start menu in the taskbar.

RUNNING THE GAME

- Insert the *Barbie™ Horse Adventures™ Mystery Ride™* CD-ROM into your CD-ROM drive.
- If you have AutoPlay enabled, click **Play** to run the program.
- You can also click Start/Programs/*Barbie™/Barbie™ Horse Adventures™* from the Windows taskbar.
- You can also click the *Barbie™ Horse Adventures™* shortcut icon on your desktop.

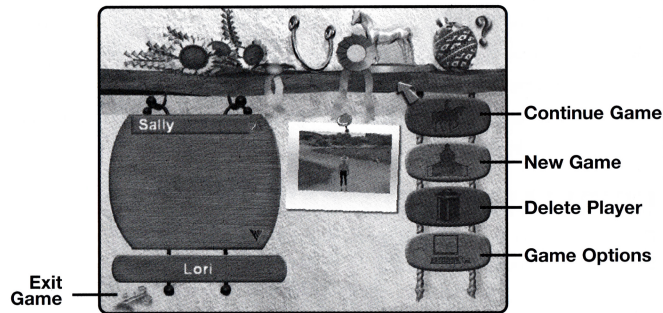
UNINSTALLING THE GAME

From the Windows taskbar, click Start/Programs/*Barbie™/Barbie™ Horse Adventures™/Uninstall*.

INTRODUCTION

A mystery is afoot at Whispering Springs Ranch and you're just in time to help! Teresa™ is about to compete in the championship horse show, but her prize show horse, Lucky, is missing! Help Barbie™ ride her horse through the forest, prairie town and desert gardens in search of clues. Interview suspects, investigate clues, solve puzzles, and decorate the Winner's Area with items from bonus bags that you find along the way. Be on the lookout for friends who can help you on your adventure. Catch the thief who stole Lucky in time for Teresa™ to compete in the horse show!

SIGN-IN



Exit

To exit the game, click the back arrow located in the bottom left corner of the screen.

New Game

Use the keyboard to type in your name. Click the New Game button to start a new adventure. If a game with that name already exists, you will be asked to select it from the list or enter a different name.

Continue Game

If you've played before, click your name on the list and then click the Continue Game button. Use the up and down arrows to scroll through all the names on the list.

Delete Player

To delete a name from the list, click on it and then click the Delete Player button.

Options

From the Options screen, you can choose to play with Auto Jump on or off and select your graphics settings.

If the Manual Jump box is checked, you must press the SPACEBAR each time the horse needs to jump over obstacles during game play.

You can also select your graphics settings from here. If you know what type of computer system you are running, follow the guide below to select the right setting. For more information, please see the Readme file on the CD.

- 🐾 Minimum: Pentium® II (or equivalent) 350 MHz or faster with 8 MB 3-D video card
- 🐾 Recommended: Pentium® III (or equivalent) 450 MHz or faster with 16 MB 3-D video card
- 🐾 High: Pentium® III (or equivalent) 450 MHz or faster with 32 MB Graphics card or higher

CONTROLS

Back Arrow



Click the back arrow from the ranch to go back to the sign-in screen. From the trails, click the back arrow to choose between going back to the sign-in screen or the ranch. From a puzzle or game, click the back arrow to return to the original part of the trail.

Moving Barbie™ and the Horse

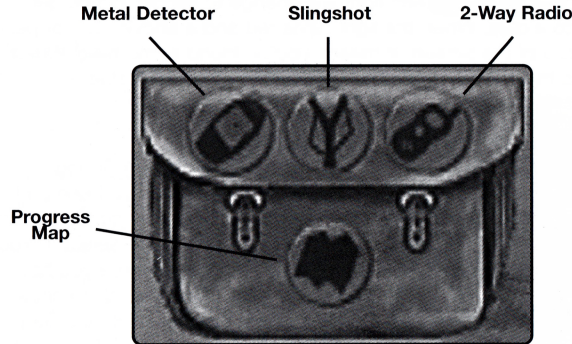
Use the arrow keys on the keyboard to move Barbie™ and her horse. Press the up arrow key once to move Barbie™ in the direction she is facing. Press the up arrow key again to go faster. You can change the direction Barbie™ is moving by using the left and right arrow keys. To slow down or stop Barbie™ from moving, press the down arrow key.

Dismounting the Horse

There are hitching posts at the ranch and on the trails. Whenever you see one, it means Barbie™ may want to get off her horse and investigate an area on foot. To dismount, walk Barbie™ and the horse over to a hitching post. When the hitching post begins to flash, press the SPACEBAR. To get back on the horse, walk Barbie™ over to the horse and press the SPACEBAR again.

SADDLEBAG TOOLS

The saddlebag, located at the bottom right corner of the screen, contains some cool tools that Teresa™ has selected to help Barbie™ on the adventure. They can be used to help Barbie™ overcome obstacles, solve puzzles, and uncover clues to the mystery. Anytime you're in an area where a tool is needed, the saddlebag will flash. Click on the saddlebag to open it and then click on the icon that is flashing to use that tool. To put the item away, click on the saddlebag again or click on the back arrow.



2-Way Radio

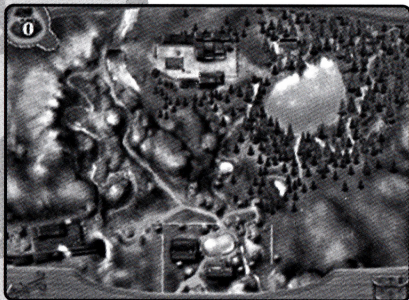
Anytime you need help from Teresa™, click on the 2-Way Radio icon in the saddlebag and she will give you tips for the trail. You will also see the radio in the upper right corner of the screen when you are playing puzzles and games. Click on it anytime you need help.

Slingshot

When the Slingshot icon is flashing on the saddlebag, click to select it. You can use the Slingshot to move things out of the way or to knock down objects that are too high to reach. To get some target practice before you start your adventure, head to the Practice Ring at the Ranch. (See page 10.)

Metal Detector

When the Metal Detector icon is flashing on the saddlebag, click to select it. You can use the Metal Detector to find metal clues buried underground. As you walk around, you will see a light around the metal detector. The green light will change to yellow as you get closer to a clue. When the light turns red and a shovel icon appears at the top of the screen, it means you've found something. When you see the shovel, press the SPACEBAR to dig up the clue.



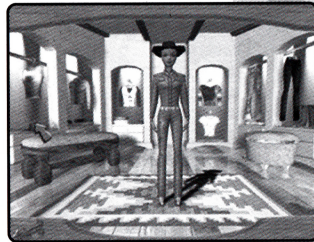
Progress Map

The map of Whispering Springs shows you where you've been and where you still need to go. To visit an area, use the mouse to select it. You can only visit areas where you have already been. The map also keeps track of the number of Bonus Bags you've collected. Bonus Bags contain surprise decorations that you can use back at the Ranch to decorate the Winner's Area.

EXPLORING THE RANCH

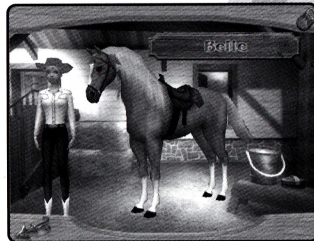
THE RANCH HOUSE

Before hitting the trails, help Barbie™ choose the best outfit for the adventure. Head to the ranch house where you'll find a dressing room full of tops, pants, boots, and hats. Click the on items you want Barbie™ to wear. Keep clicking to see all the different selections. When you're ready to go, click the back arrow.



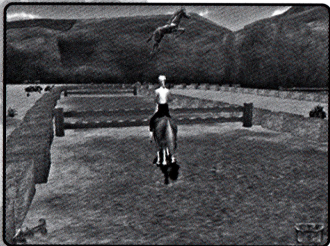
THE STABLES

Before starting out on the adventure, you need to pick a horse for Barbie™. Head to the stables to choose a horse that's perfect for her! Click the horse's mane, tail, and saddle to make a selection. Continue to click on each area to see all the color options. Choose a name for the horse by clicking on the wooden sign. You can even feed and groom the horse by clicking on the bucket or the brush on the shelf and then clicking on the horse. When you're ready to start riding, click on the back arrow.



PRACTICE RING

The Practice Ring is located between the stables and the ranch house. Here Barbie™ can practice some of the skills she'll need for the trails—jumping, herding, and using the slingshot.



JUMPING RING

Here the horse can practice jumping skills. Use the arrow keys to steer Barbie™ and her horse towards a jump. If you don't have Auto Jump on, press the spacebar to jump when you see an icon at the top of the screen. To clear a jump, make sure the horse is going fast enough when you reach the jump. If you have Auto Jump turned on, the horse will automatically jump over obstacles. See page 5 for more information on setting jump options.



HERDING RING

Sometimes Barbie™ will need to round up herds of animals while on the trails. Visit the herding ring to get some practice! To steer the animals in the direction of corral, ride up behind them to give them a little push in the right direction. The gate will close automatically when all the animals are in the corral.

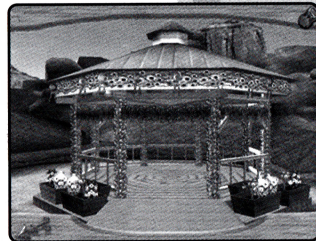
SLINGSHOT AREA

Barbie™ can practice using the slingshot here. The power bar on the right side of the screen shows how much power you need to get the pebble to hit the target you selected. Move the star over a target with your mouse. When the star gets bright, click and hold the mouse button until the power bar fills to the arrow mark. Release the mouse button to take a shot. The longer you hold down the mouse button, the farther the pebble will go.



WINNER'S AREA

The Winner's Area is where the winning horse and rider will get their trophy. Use the surprise decorations from the collected Bonus Bags to decorate it. Click on a Bonus Bag to see the decoration you've found. To decorate the Winner's Area, click on a decoration and then click on an area of the Winner's Area to place it. You can also paint the stage or roof by clicking on a paint can and then clicking on one of those areas.



THE WHISPERING SPRINGS TRAILS

There are three exciting areas to explore on the adventure. Keep an eye out for hitching posts on the trails—they might mean that there is an area to investigate on foot. Barbie™ will also meet people on the trails who may give her a clue or information about Lucky in exchange for her help. Be on the lookout for Bonus Bags and fresh treats for the horse in the apple tree. Good luck!



The Forest

Exploring the forest trails will eventually lead Barbie™ to three places: a campsite, a tree house, and a flour mill.

HINTS

When you come to a natural waterfall, you'll find an abandoned campsite. Investigate the area using the metal detector. You may need to uncover more than one metal object to find the right clue.

At the tree house, talk to the boy who herds goats. He may need some help, and he could offer some good advice on the location of your next clue.

At the flour mill, use the slingshot to help get the waterwheel turning by hitting the rocks that are blocking the water.

Prairie Town

In the quaint little Prairie Town, three shops are open: the general store, the flower shop, and the antique store. Just past the town is a river with a bridge leading to the next trail.

HINTS

Help Barbie™ visit all three shops in the town. Don't miss a chance to question all three shopkeepers—the antiques dealer, the flower shop lady, and the general store clerk—about clues to Lucky's disappearance.

At the general store, there is a flock of baby chicks blocking the entrance. Herd the chicks to their nest so Barbie™ can enter the store.

The bridge on the riverbank is in need of repair. Help Barbie™ fix the bridge so she can cross the river to the Desert Gardens. Use a net to fish the pieces of wood from the river and then place them into the bridge to repair it.



DESERT GARDENS AND CAVES

The Desert Trail leads to desert gardens, caves, canyons, and a train depot. Uncover all the clues and make your way along the desert trail, and you and Barbie™ will get the chance to solve the mystery of who stole Lucky!



HINTS

At the train depot, the telegraph office is locked. Look around for a key and use the slingshot to get it. This will unlock the telegraph office, but not the boxcar.

The boxcar has a combination lock with a secret code. The secret code can be found in the code-breaker machine in the telegraph office.

PUZZLE HINTS

General Hints

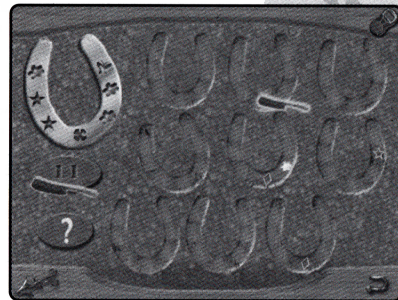
If you need help with any puzzle or game, click on the radio button in the upper right corner of the screen and Teresa™ will give you a clue.

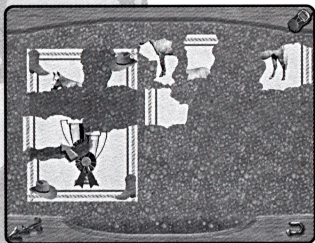
If you want to start any puzzle over, click on the reset arrow in the lower right corner of the screen. To exit a puzzle at any time, click on the back arrow in the lower left corner of the screen.

Horseshoe Match

Match all the symbols in the hoofprints to the horseshoe. Uncover the symbols on a hoofprint by clicking on the brush and then clicking on an area of the hoofprint. If the symbol matches the one on the horseshoe, try picking another spot on the same hoofprint. The number of brushes tells you how many guesses you get.

When you think you know the answer, click on the question mark and then on the correct hoofprint. If you guess wrong, the puzzle will reset automatically.





Jigsaw Puzzles

On the screen, you will see puzzle pieces similar to those in a jigsaw puzzle. To reveal the clue, use the mouse to drag the pieces together in the square. If a piece does not fit, it will fall out of place.



Elimination Puzzles

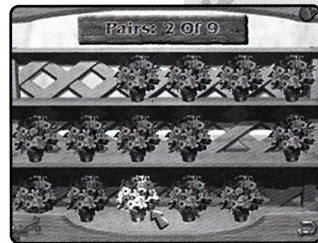
Remove enough objects to uncover the hidden clue. To clear away the objects, click on matching groups of at least two objects that are next to each other and they'll disappear. Try to set up larger groups of matching objects to collect extra Bonus Bags.

Watch Puzzle

The watch in the Antique Store has a clue inside, but it's locked. To unlock the watch, click to rotate the four symbols until they form a distinct pattern.

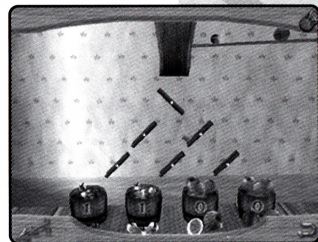
Bouquet Match

The flower shop has bouquets that need to be paired up. The bouquets may all look similar, but there are actually small differences between them. Each bouquet has one identical match. When you click on matching bouquets of flowers, they'll be removed.



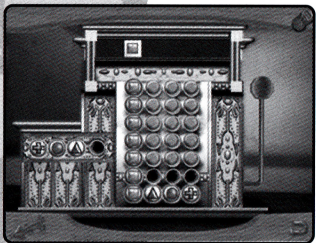
Sorting Puzzles

You'll need to sort the items as they're falling down the chutes. Click on the different chutes to direct the items into the correct barrels. You need to get three to five of each item into the matching barrels.



Riverbank Catch Game

Use the left and right arrow keys on the keyboard to move the net and catch all eight pieces of wood missing from the bridge. Try to catch the pieces shaped like the holes in the bridge. Look out for frogs and pieces of wood that don't look like they match. If you catch an incorrect one, a piece of wood you've already caught will fall back into the water.



Code-Breaker Game

In the Train Depot, you'll find an old Code-Breaker machine, which holds the code that unlocks the padlock. The code is made up of four symbols. Click and drag the key symbols into the empty spots on the machine's gold bar, starting at the bottom. When you think you have the keys in the right spots, click on the handle to check your answer. Keys that are in the correct spots will turn green and automatically appear at the top of the screen. If a key turns yellow, it means that the key is in the wrong spot. Try moving the key to a different spot.

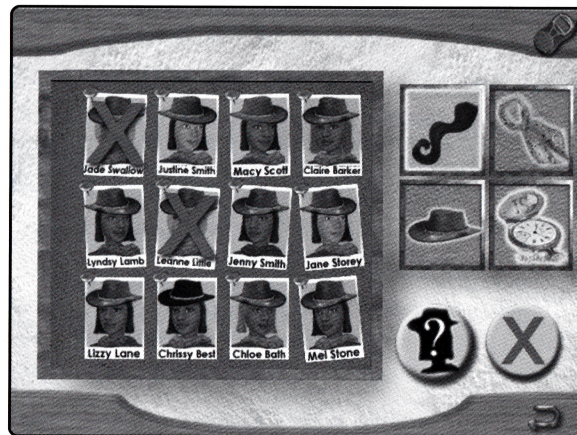


Boxcar Padlock Puzzle

After you solve the code-breaker puzzle, match the symbols at the top of the screen with the symbols on the padlock. Click on the button below each column to change the symbols. When you think you've got the right code, click the latch to check your answer.

Who Did It? – Pick the Mystery Suspect Game

At the end of the game, Barbie™ will head back to the ranch to review all the clues with Teresa™. The photos from the official Horse Show entries and all the clues are on the board—a scarf, a hat, the initials from the watch, and the color of hair. Find the suspect who matches all the clues. When you're ready to solve the mystery, click on the question mark and then the suspect. If you guess wrong, the puzzle will reset and you'll have to start over.



Troubleshooting

There are many different 3-D video cards available. Please refer to the ReadMe file for further troubleshooting tips. If the program is running slowly:

1. Close any unnecessary applications that may be running.
2. Make sure your display setting is at 16-bit color or higher. Refer to your system or Windows documentation for instructions on how to change your color depth.

If display problems occur:

If you experience graphics problems while running the *Barbie™ Horse Adventures™ Mystery Ride* CD-ROM, contact your video card or system vendor to obtain the latest version of their video drivers.

Customer Service & Technical Support

Customer Service

Have questions? Want to talk to us? Contact us by phone, fax, mail or Internet:

Phone: Toll-Free (866) 719-2894 (U.S. and Canada only)
(310) 649-8005 (Outside U.S. and Canada)
Monday-Friday, 8 am to 4:30 pm Pacific Time.

FAX: (310) 258-0744

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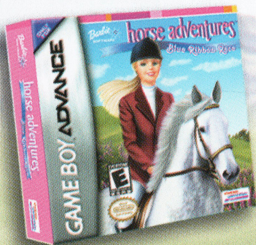
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BARBIE™ horse adventures™ MYSTERY RIDE™

MY NOTES

More Fun Games!



Barbie™ Horse Adventures™
Blue Ribbon Race
 Game Boy® Advance



Barbie™
Beauty Boutique™
 CD-ROM



Barbie™ Horse Adventures™
Wild Horse Rescue
 PlayStation®2 computer
 entertainment system
 and Xbox™
 Available Fall 2003!



PlayStation®2

GAME BOY ADVANCE

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